WHAT IS CLAIMED IS:

1. A storage medium for storing an image generating program which causes a computer to generate a display image used for displaying a plurality of objects placed in a two-dimensional or three-dimensional virtual space, wherein

the image generating program causes the computer to function as:

weight storing means for storing weights of the objects;

position storing means for storing positions of the objects in the virtual space;

barycenter determination means for determining a barycenter of the objects based on the weights and the positions of the objects; and

display image generating means for generating a display image in which the barycenter lies in approximately a center of the display image.

2. The storage medium according to claim 1, wherein an object to be displayed preferentially has a heavier weight than other objects.

3. The storage medium according to claim 1, wherein a heaviest weight is assigned to a player character which is operatable by a player with operation means.

4. The storage medium according to claim 1, wherein a level of importance is previously provided for each object, and

the image generating program further causes the computer to function as weight associating means for assigning a heavier weight to the object for which a higher level of importance is provided compared to other objects.

5. The storage medium according to claim 3, wherein a weight equal to or greater than a sum of weights of objects other than the player character is dynamically assigned to the player character.

6. The storage medium according to claim 1, wherein, as the barycenter determination means, the image generating program causes the computer to determine a barycenter of objects placed within a predetermined area, which is a portion of the virtual space.

7. The storage medium according to claim 1, wherein, if a barycenter determined by the barycenter determination means lies outside a predetermined allowable limit which is centered around specific one object of the plurality of objects, the image generating program causes the computer, as the display image

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generating means, to generate a display image in which an intersection point of a line segment connecting the barycenter and the specific one object and an outer edge of the allowable limit lies in approximately a center of the display image.

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8. The storage medium according to claim 1, wherein,

the virtual space is a three-dimensional virtual space, and

the image generating program causes the computer, as

10   the display image generating means, to generate a display image using a virtual camera whose sight point is the barycenter.

9. The storage medium according to claim 8, wherein a weight of specific one object of the plurality of objects changes

15   in accordance with a position of the virtual camera.

10. The storage medium according to claim 9, wherein the closer a distance between the virtual camera and the sight point becomes, the heavier a weight of the specific one object

20   becomes.

11. The storage medium according to claim 1, wherein

the virtual space is a three-dimensional space, and

the image generating program causes the computer, as

25   the display image generating means, to generate a display image

by bringing the sight point of a virtual camera closer to the barycenter determined by the barycenter determination means at a constant rate.

5   12. A game device for generating a display image used for displaying a plurality of objects placed in a two-dimensional or three-dimensional virtual space, comprising:

weight storing means for storing weights of the objects;

position storing means for storing positions of the

10   objects in the virtual space;

barycenter determination means for determining a barycenter of the objects based on the weights and the positions of the objects; and

display image generating means for generating a display

15   image in which the barycenter lies in approximately a center of the display image.